PlayStation

NTSC U/C

PlayStation

ELECTRONIC ARTS™

NUCLEAR STRIKE™

THE SEQUEL TO SOVIET STRIKE™

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

SLUS-00518

ELECTRONIC ARTS™

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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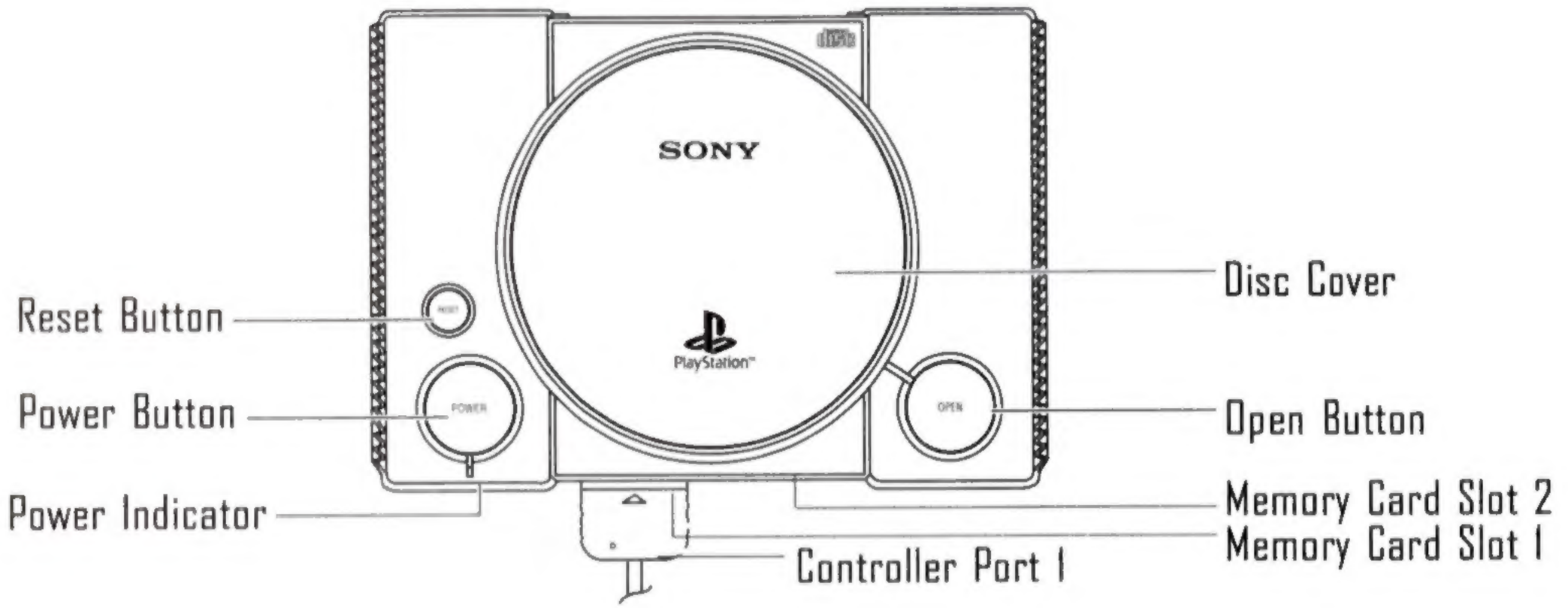
For more information about this and other titles, visit Electronic Arts® on the web at **www.ea.com**.

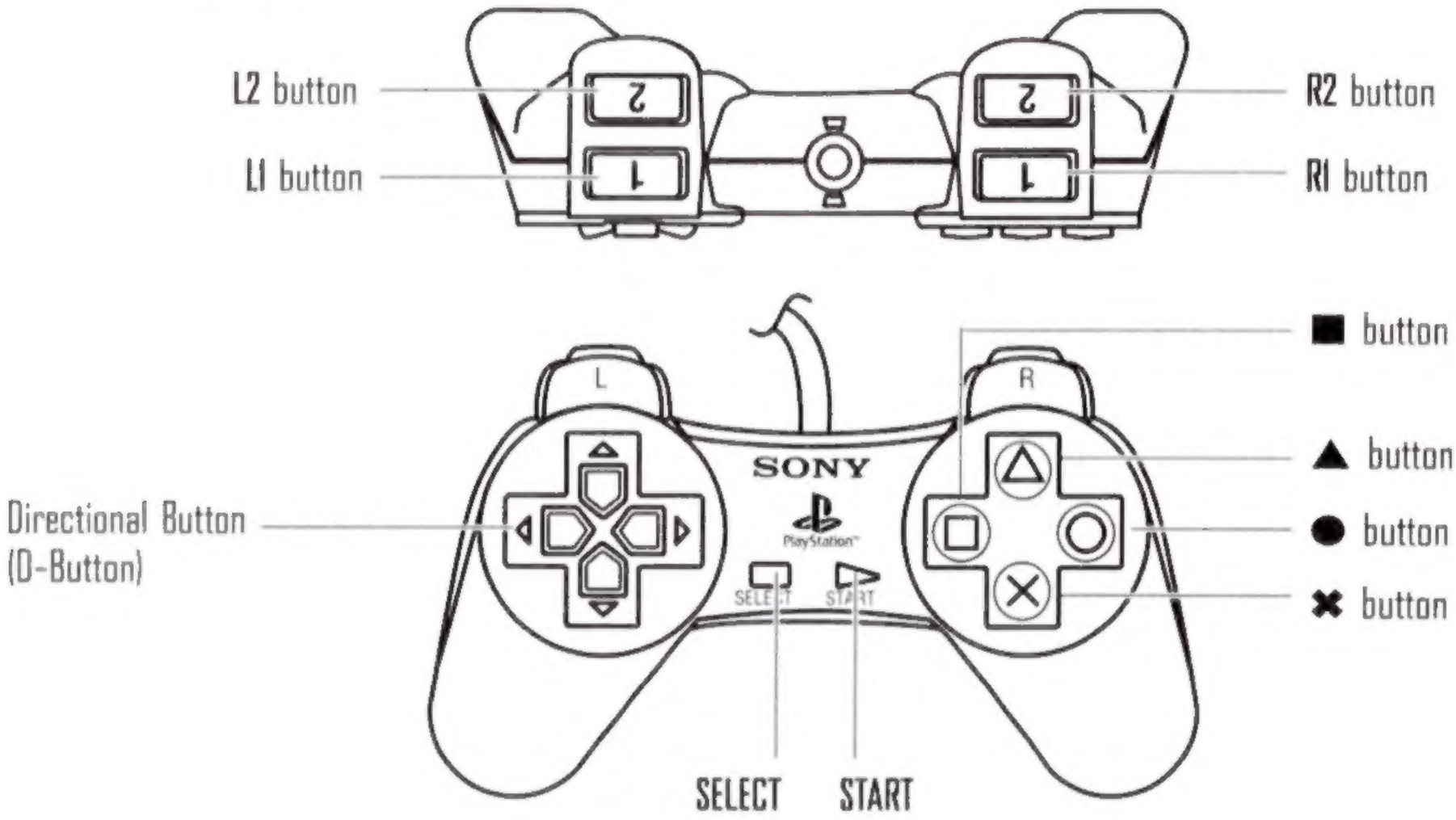
STARTING THE GAME



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Nuclear STRIKE™* disc and close the Disc Cover.
3. Insert the game controller and turn on the PlayStation™ game console.
4. Press **START** or ✖ to bypass the opening movie and title screen. The Main menu appears. (p. 7.)

- To begin the first campaign, press **START.** (For quick gameplay tips, go to *Quick Start* on p. 5.)
- To exit the demo, press ✖ or **START.**

CONTROL SUMMARY

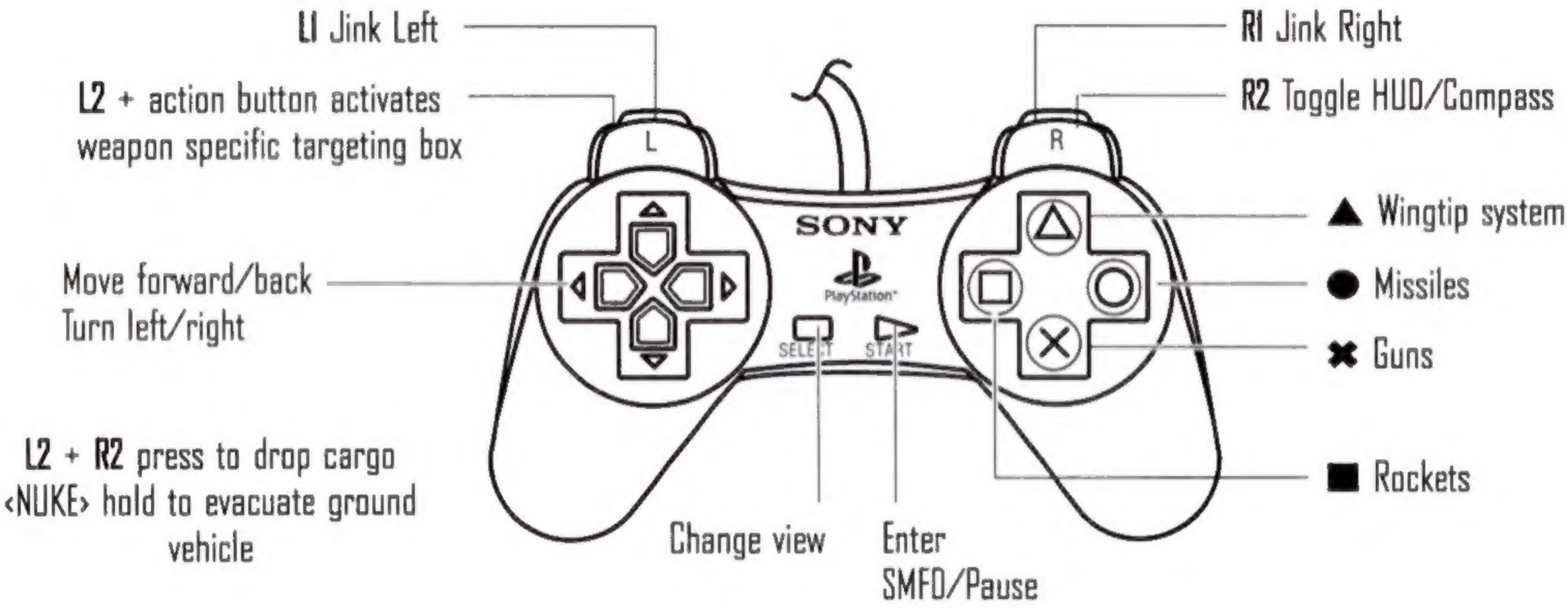


OFF THE RECORD: WELCOME TO STRIKE

>>> Nuclear devices come in all shapes and sizes. So do the lunatics who use them. If anyone tells you the threat of thermonuclear war is over, he's a fool, an enemy, or both. <<<

Earle Bio: Commanding Officer. A veteran of many wars, General Earle is the guiding force behind every STRIKE operation.

STANDARD CONTROL LAYOUT



☢ STRIKE VETERAN REPORT: NEW FEATURES

STRIKE Veterans: Throughout the manual, the nuclear symbol (☢) calls attention to the newest additions to STRIKE. Familiarize yourself with these features before you put your previous combat skills to use.

- ☢ Thirteen different vehicles allow you to strike from the ground, sea, and air. (See *Command Other Vehicles* on p. 19.)
- ☢ Ground troops can be sent into hot zones to carry out special orders. (See *Command Troops from the SMFD Map* on p. 13.)
- ☢ The compass waypoint indicator directs you toward your next objective. (See *Directional Compass* on p. 14.)

- A specialized HUD radar window identifies nearby objects. (See *Radar* on p. 15.)
- A weapon-specific targeting box appears when the enemy is in range. (See *Ammo* on p. 15.)
- Audio and video Intel messages can be replayed to review important information. (See *STRIKE.net / Super Multi-Fuctional Display (SMFD)* on p. 12.)
- An easy difficulty setting is available for STRIKE rookies. (See *Config* on p. 9.)
- Five new characters. Who can you trust? (See *Dossier* on p. 22.)

BASIC TRAINING

Before you head into battle, review the following material. Quick Start is a step-by-step introduction to your first mission. Quick Tips is a summary of basic STRIKE procedures.

Quick Start

To jump directly into the first *Nuclear STRIKE* campaign (Delta):

1. Press **START** at the Main menu. All mission data downloads to STRIKE.net, and the Super Apache appears at the Home Base.
2. Before you lift off, press **START** to access the Super Multi-Functional Display (SMFD). Three blue diamonds mark the location of your first mission—STRIKE recommends completing missions *in order*.
3. Press ■ for the Mission #1 briefing, then press ✖ to return to the map.
4. Press **START** to return to the game screen and begin the Delta campaign. Observe the waypoint indicator on your compass—this green arrow points you in the direction of Mission #1 objectives.

Quick Tips

- To maneuver your Super Apache, press the D-Button ↔↕.
- To jink your chopper and avoid enemy fire, press **L1/R1**.
- To fire a weapon, press an action button (i.e., ●, ■, ▲, or ✖).
- ☢ To activate a targeting box for a particular weapon, press **L2** + the appropriate action button, e.g., **L2**+▲ activates the wingtip targeting box. To deactivate the targeting box, press **L2**.
- To pause the game and access the Super Multi-Functional Display (SMFD), press **START**.
- To automatically winch aboard friendly forces, munitions, and other assets, maneuver the Super Apache over the object so it's in the chopper's shadow.
- To restore your armor, drop off passengers at specified Landing Zones (LZ).
- To drop cargo, press **L2+R2**.

>>> **NOTE:** Cargo jettisons automatically if you carry it to a designated LZ.

- ☢ To transfer yourself to another vehicle, land on designated LZs. (See *Command Other Vehicles* on p. 19.)
- When all of your missions are complete, return to Home Base.
- Manage your resources well. You begin each campaign with only three attempts (i.e., lives).
- To exit a campaign and return to the Main menu, at the game screen hold **SELECT** + **START**.

MAIN MENU

The Main menu appears automatically at the start of *Nuclear STRIKE* and after you complete or exit a campaign. From this screen, set the difficulty level, configure the controller and weapons setup, view STRIKE files, adjust the volume, and enter a password to begin a new campaign.

To select an option at the Main menu:

1. To highlight a category, D-Button ↕.
2. To select a highlighted category, press ✖.
3. To a highlight a sub-category or option, D-Button ↕.
4. To select a highlighted sub-category or option, press ✖.

- To cycle options if available, D-Button ↔.
- To exit a menu, press ▲.
- To begin a campaign, press **START.** (For quick gameplay tips, go to *Quick Start* on p. 5.)

LOAD/SAVE

Access the next campaign using the Load/Save menu. A password is issued automatically at the completion of every campaign, but if you save a game, you can access the next campaign from a customized list.

>>> **NOTE:** You can only save a game when you have completed a full campaign.

ENTER A PASSWORD

To begin a new campaign, enter its designated password:

1. Select ENTER A PASSWORD, then D-Button ↕ to cycle letters.

2. When the letter you want appears, D-Button → to move to the next space.
3. When the password is complete, press ✖. If it is correct, you access that campaign.

VIEW A PASSWORD

View the password for your upcoming campaign.

LOAD A GAME

Load a saved game.

1. Make sure the memory card on which you stored the game is inserted in memory card slot 1.

>>> **NOTE:** Never insert or remove a memory card when loading or saving files.

2. Highlight LOAD A GAME and press ✖. The list of saved games appears.
3. Highlight a game and press ✖.

SAVE A GAME

After you complete a campaign, save your game to access the next campaign from a customized list.

1. Make sure a memory card is inserted in memory card slot 1.
2. Highlight SAVE A GAME and press ✖. The Save Game menu appears.
3. D-Button ↕ to cycle letters to name your saved game. When the letter you want appears, D-Button → to highlight the next space.
4. Press ✖ to save your selection, then press ✖ a second time to confirm.

CONFIG

- Configure the weapon setup, the controller layout, and the volume settings. You can also set the difficulty level to EASY.

CHOPPER	Prep your chopper to best deal with the hot zone you're heading into.
CONTROL	Configure the controller layout in one of four ways.
AUDIO	Set the volume for both Sound Effects and Music.
☢ DIFFICULTY	Toggle between EASY and **NORMAL** difficulty levels. If you are new to the STRIKE team, select EASY, and your chopper is equipped with more powerful ammunition and a more fuel efficient engine.

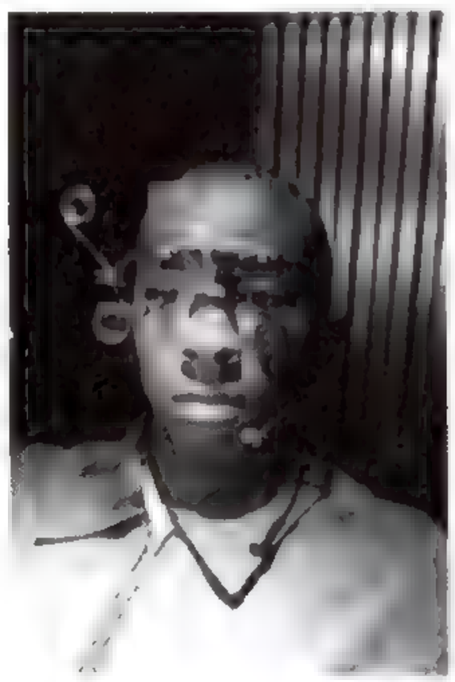
STRIKE FILES

STRIKE files contain classified information that is available only to members of the team.

- To view a file, highlight a file name and press ✖.

PLAYING THE GAME

To be successful, know your mission, then carry it out. It's that simple. Download STRIKE.net to learn your mission; use the Super Apache and other combat vehicles to carry it out.



>>> People used to say what you don't know can't hurt you. Not anymore. What you don't know will get you killed. Knowledge is power and STRIKE.net is our generator. It connects us to everything, everywhere, anytime. <<<

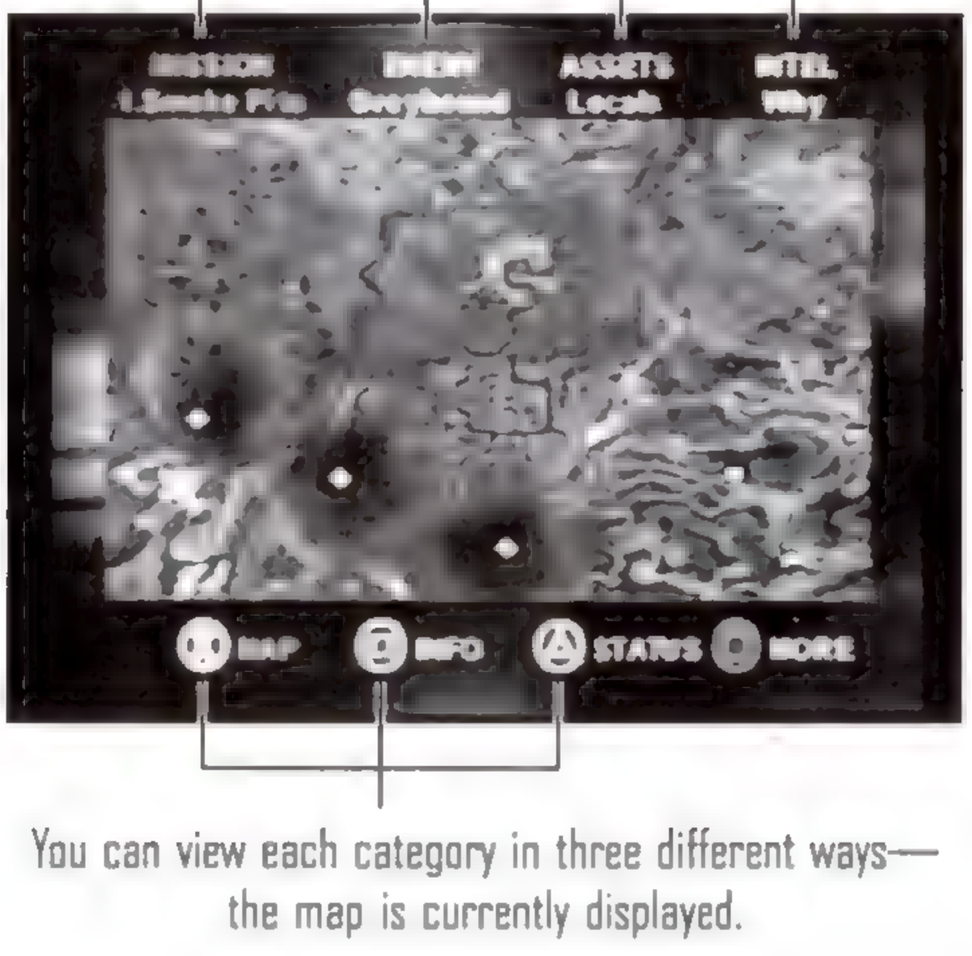
Hack Bio: Communications Officer. Computer genius with a knack for hacking into secured mainframes.

STRIKE.NET / SUPER MULTI-FUCTIONAL DISPLAY (SMFD)

The SMFD links you to STRIKE.net and downloads all pertinent campaign data. When you begin a campaign, immediately access the onboard SMFD.

- To access the SMFD (and pause the game), press **START**.
- To scroll SMFD categories, D-Button ◂ ▸ ▴ ▾.

The game is paused while you view the SMFD



You can view each category in three different ways—
the map is currently displayed.

MISSION	View the current campaign's missions.
ENEMY	View key hostile equipment.
ASSETS	View your assets.

>>> **NOTE:** In the first campaign all Ammo Packs, Fuel Pods, and Armor Crates are visible on the SMFD.

INTEL	Obtain background information on the current campaign.

Each category from the SMFD can be viewed in three ways: MAP, INFO, and STATUS.

- To access up-to-the-minute data, highlight an SMFD category and press the appropriate action button.

✖ MAP — View your current location and the location of missions, enemy threats, and friendly resources.

- To locate missions, enemies, and assets, D-Button ‹ › ⇕. If an item is identified, a color-coded symbol flashes at its exact location on the map.

BLUE:	Mission Objective	WHITE:	Asset
RED:	Enemy	GREEN:	Friendly

■ INFO — View a brief text overview of an SMFD category and a voice annotated video file from STRIKE.net.

- To view text, press ■ at the SMFD; to view a video file, press ■ a second time.

▲ STATUS — View the current status of any SMFD category and recall audio and video Intel messages.

☢ To replay audio and video Intel messages:

1. Press ▲. You access the Status screen, and RECALL appears.
2. Press ●. A list of Intel messages is displayed.
3. D-Button ⇕ to highlight a message name and press ✖. The message plays.

- To return to the Status screen, press ●.

● MORE — If MORE is blinking, additional text is available.

☢ At the Status screen, MORE is replaced with the Intel RECALL option.

☢ Command Troops from the SMFD Map

In Campaigns #4 and #5, send ground troops to specified zones, using the SMFD.

>>> **TIP:** Before you issue orders, use the SMFD map to familiarize yourself with the enemy's position.

1. When you near a base, a text message informs you that a group of vehicles (e.g., Abrams Tanks) is ready for your orders.
2. Press **START** to access the SMFD. The map displays your location and three destinations.
3. D-Button ‹ › to highlight a destination (or ISSUE NO ORDERS) and press ✖ to select. You receive a verbal confirmation, and the troops respond accordingly.

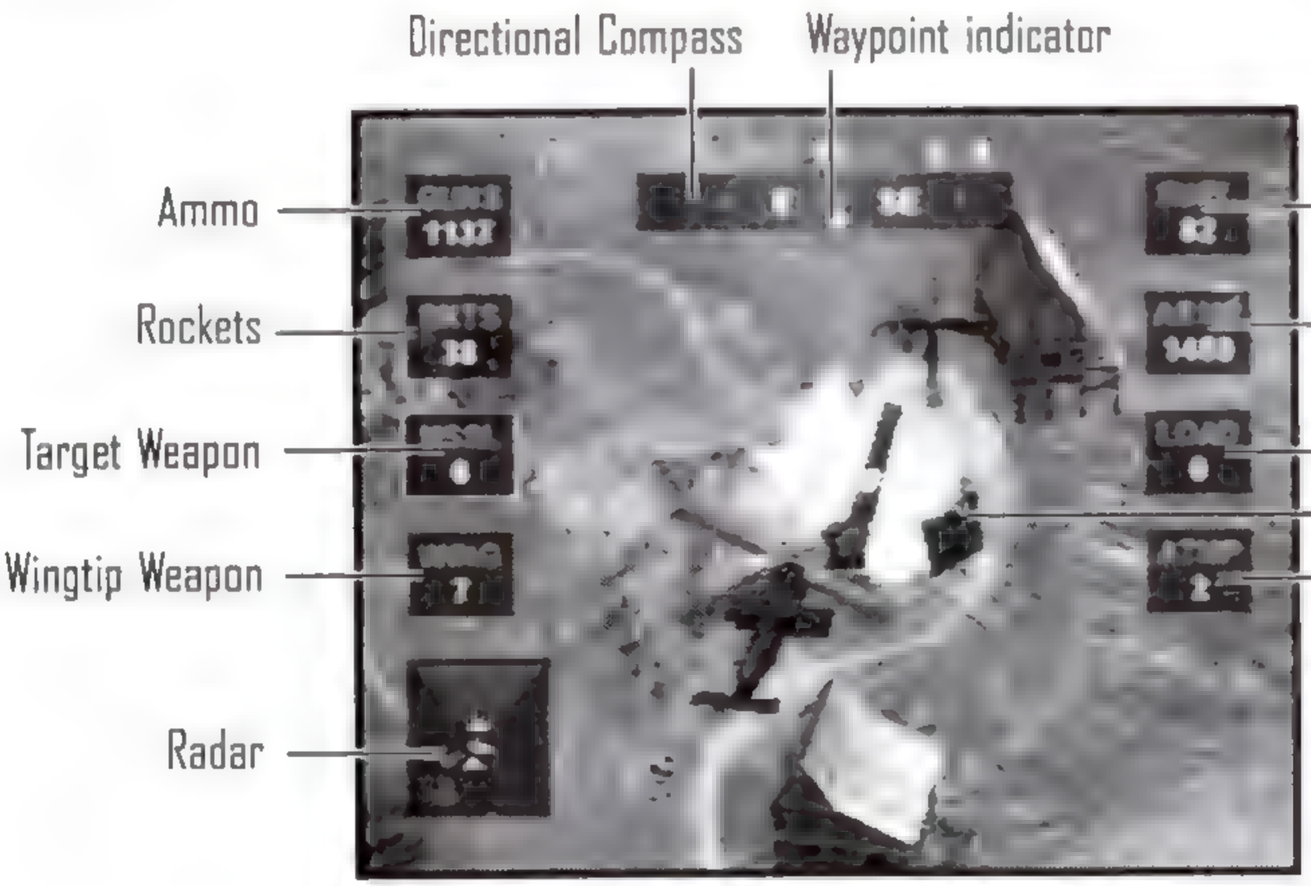
COMMAND THE SUPER APACHE

You begin the first campaign in the cockpit of the Super Apache. The Super Apache is a combat helicopter developed specifically for STRIKE. Its informative Heads-up Display and ability to reload and pick up passengers on-the-fly makes it ideal for STRIKE campaigns.

>>> **NOTE:** Reload the Super Apache by winching aboard pre-deployed Fuel Pods, Armor Crates, and Ammo Packs located throughout each campaign. (See *Picking up Supplies, POWs, and Friendly Agents* on p. 18.)

Heads-Up Display

The Heads-Up Display (HUD) allows you to keep track of your Super Apache's resources and view your radar and compass.



>>> **NOTE:** When the STRIKE.net icon appears, press **START** to access the message. (Press ✖ to bypass the movie.)

- To toggle the HUD off, press **R2**. The compass remains on screen.
- To toggle the compass off, press **R2** a second time.

Directional Compass

The compass appears as a bar at the top of the HUD. The direction in which you are flying is displayed in the center of the bar.

☢ WAYPOINT INDICATOR

When you select an item from the SMFD, a green waypoint indicator appears on the compass, pointing you in its direction.

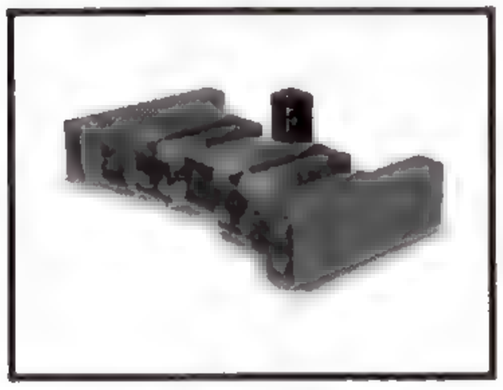
- To set yourself on a direct path to your next objective, D-Button to maneuver the Super Apache so the waypoint indicator is in the center of your compass.

☢ Radar

The radar appears on the lower left corner of the HUD. Color coded symbols corresponding to those on the SMFD identify upcoming objects.

BLUE:	Mission Objective	WHITE:	Asset
RED:	Enemy	GREEN:	Friendly

Ammo



Ammo Pack

By default, you begin each campaign with a standard loadout. Check the HUD for your weapons' status and refer to the SMFD to locate pre-deployed Ammo Packs. Winch these packs up for a full reload.

>>> **NOTE:** Pre-positioned Ammo Packs do not reload Wingtip Weapons.

>>> **TIP:** In the first campaign, all resources (i.e., Ammo Packs, Fuel Pods, and Armor Crates) are visible on the SMFD—highlight a resource from the Assets category. When you press **START** and return to the game screen, the waypoint indicator points to the resource's nearest location.

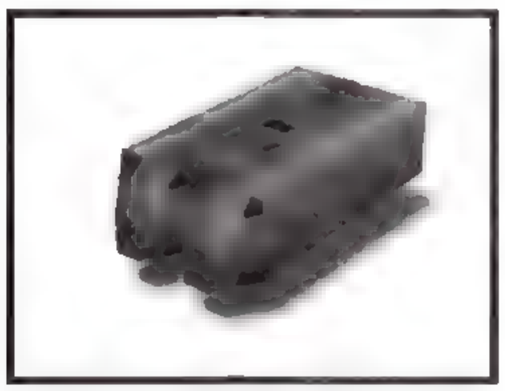
- ☢ To activate a targeting box for a particular weapon, press **L2** + the appropriate action button, e.g., **L2**+▲ activates the wingtip targeting box. To deactivate the targeting box, press **L2**.

Action Button	Weapons	Number	Power Points
✖	Chain Gun	1178 rounds	3
■	Hydra Rockets	38	25
●	Hellfire Missiles	8	100
	Wingtip Weapons		
▲	Sidewinder Missiles	8	300
▲	Fuel Drop Pods	1	up to 500
▲	ECMs (Chaff)	48	0 (Counter enemy missiles)

>>> **TIP:** The Electronic Counter Measure (ECM) is best deployed when the enemy has launched a missile—it momentarily confuses enemy radar.

>>> **NOTE:** Refer to *Config* on p. 9 to learn more about configuring your Super Apache with a custom mix of weapons.

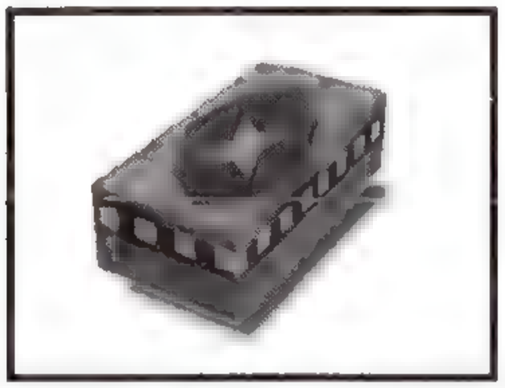
Fuel



Fuel Pod

You begin each campaign with 100 units of fuel, 200 units if you configure the chopper with the Fuel Drop Pods on your wingtips. Check the HUD for your fuel status and check the SMFD to locate pre-positioned Fuel Pods. Winch these pods up when you need to refuel. If you run out of fuel and crash, the Super Apache drains its internal systems to refill the tanks, but you lose one of your three attempts.

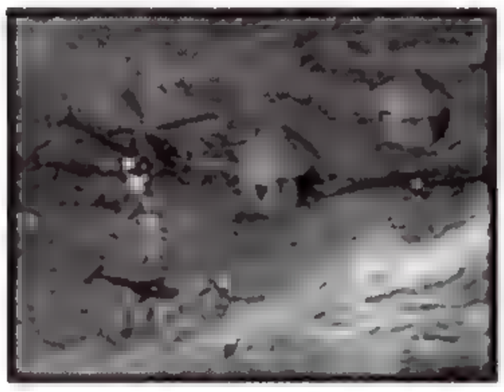
Armor



Armor Repair Crate

Your Super Apache is equipped with 1500 units of Smart Armor. Each time you take a hit your armor depletes based on the Power of the enemy weapon. Check the HUD for armor status. Smart Armor can be restored by winching aboard Armor Crates and by unloading your passengers at specified Landing Zones.

Passenger Load

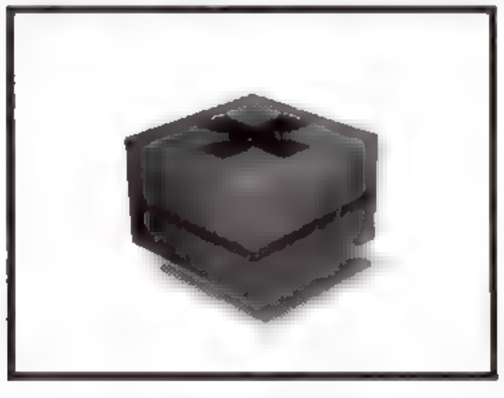


Friendly Agent

Your load indicates the number of passengers onboard—the Super Apache can carry a maximum of six. When you drop passengers off at a specified Landing Zone, your Smart Armor restores 200 units per person.

>>> **NOTE:** In the first campaign, you receive 200 units of armor per passenger.

Attempts



First Aid Kit

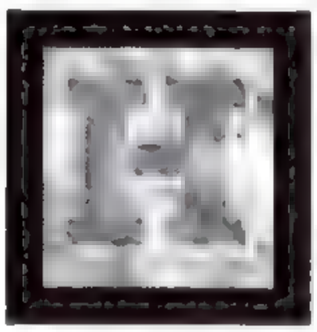
You begin with three attempts (i.e., lives) per campaign. The Super Apache can withstand substantial abuse, but only to a point. Your Smart Armor realigns to the Super Apache's interior space and cover the damaged areas after your first two crashes. After your third crash, the Super Apache is scrap metal.

>>> **TIP:** Winch aboard a First Aid Kit for an extra attempt.

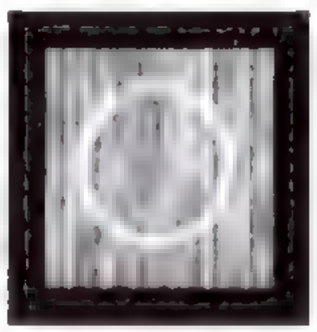
PICKING UP SUPPLIES, POWS, AND FRIENDLY AGENTS

- To pick up assets, hover over the object. Your winch automatically retrieves any asset under your chopper's shadow.

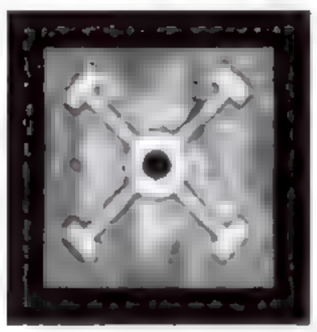
LANDING ZONES



Copilot
Unload Zone



Cargo
Unload Zone



Friendly
Landing Zone

Home Base

VIP
Landing Zone

Vehicle Transfer
Landing Zone

Landing Zones are built for specific purposes. Stay alert for all types—some are built into the terrain to conceal them from the enemy.

CHANGING VIEWS

You can pilot your Super Apache in one of two views: Classic or Chase View. With the Chase View, the camera is fixed at the rear of the chopper. With the Classic View, the camera is unattached, and you can rotate the Super Apache to view the action from any angle.

- To change views at any time, press **SELECT.**

>>> **NOTE:** Changing the view affects the way you control the Super Apache—in Chase view, D-Button ↑ moves the chopper towards the top of the screen, while in Classic view, D-Button ↑ moves the chopper forward regardless of its position on the screen.

COMMAND OTHER VEHICLES

Command up to twelve other vehicles in STRIKE, using the same controls you use to command the Super Apache.

>>> **NOTE:** View information on a commandeered vehicle: Select ASSETS from the SMFD, highlight the vehicle name, then press ■.

- To transfer vehicles, land the Super Apache at a Vehicle Transfer Landing Zone. You automatically (and safely) board the new vehicle.

To command a new vehicle:

- To maneuver your vehicle, use the D-Button.
- To fire your weapons, press an action button (i.e., ●, ■, ▲, or ✖).

>>> **NOTE:** Not all weapons are available for all vehicles. For a quick check of the active weapons in a new vehicle, test each action button.

- To rotate your tank's turret, press **L1/R1**.

★ Helicopters are the only vehicles that can winch aboard fuel and ammo. Other vehicles cannot reload.

★ If you run out of armor in any vehicle, the vehicle is destroyed and you lose one attempt.

To resume command of the original vehicle:

- Air vehicles: Return to the original transfer area. You automatically (and safely) re-board the original vehicle.
- Ground vehicles: Hold **L2** + **R2** to summon the original vehicle. The chopper hovers over your vehicle and winches you aboard.

>>> **NOTE:** Because a ground vehicle is destroyed when you evacuate, use your time with that vehicle wisely.

SURVIVAL TIPS

>>> Perception of reality is as important as reality itself. Control perception, you control events. That's why STRIKE uses the Global Broadcast Service. GBS controls the perception. STRIKE controls the reality. Do your job well and the Public never has to know the danger they re in. <<<

Andrea Bio: Political and Psych-Ops Officer. A STRIKE operative and ''news'' reporter for GBS.

- Supplies are sometimes hidden inside structures or vehicles. Be careful: Using too much firepower may destroy the contents.
- Various weapon power-ups and special devices can appear throughout a campaign. Keep alert for clues to their location and use.
- To switch to Classic View for an unobstructed angle of the action, press **SELECT.**
- For precise control during winch attempts, use the Jink buttons.
- When targeting an enemy unit, be sure to position your chopper properly. Sometimes head-on isn't the best way to take on a hostile.
- Conserve resources. Waste nothing.

- ☢ Don't waste your most valuable ammunition on a missed shot—map the targeting box to the missile (●) or wingtip weapon (▲).
- ☢ After you complete one mission, immediately access the SMFD and download the data for your next mission. When you return to the game screen, the waypoint indicator points you in the right direction.
- Stumbling into an Alert Zone is a bad idea. Take out enemy radar or power stations to blind the enemy. When alerted, an enemy's armor and weapons become more powerful.
- ☢ Use your radar window to read upcoming areas before charging forward.
- Remain aware of your surroundings. The battlefield is acting and reacting to your activities. What you do in one area will directly affect another sector. Stay alert to the pattern of enemy movement.
- Information is power. Pay attention to your fellow STRIKE operatives. If you do not work as a team, you will not win.
- Keep moving. A sitting duck is a dead duck.

DOSSIER

Colonel LeMonde Bio: Ex-KGB and Ex-CIA Intelligence Officer. Warlord terrorizing the Southeast Asian country of Indocine. Linked to the theft of a tactical nuclear device.

Naja Hana Bio: Freedom Fighter. Leader of the local resistance in Indocine against LeMonde. Possible Ally.

Napoleon Hwong Bio: Octad Leader. Runs the South Sea criminal organization, Octad. Previous illegal dealings with LeMonde.

"Cold" Harding Cash Bio: Ace Mercenary. Available for hire. Successful record against Hwong.

Kym-Zung Lee Bio: President of North Korea. Resides in Pyongyang. Currently organizing "Reunification Party" between North and South Korea. Code HAWK: Constant Surveillance

CREDITS

GAME CREDITS

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Terrain: Wilfredo Aguilar, Valerie Couderc, Arthur Koch, Louis Sremac, Ivaylo Vaklinov
Modeling/Animation Interns: Santiago Nunez, Tania Soderman
Figure Animation: Jules Marino
Pyro Animation: Phillip Bossant
Additional Terrain: Bill Eral
Additional 3-D Cinematics: David Plunkett

AUDIO AND MEDIA LAB

Director of Audio and Media Production: Murray Allen
Audio Director-Composer: Don Veca
Composer: David O'Neal
Audio Design-Mixer: Ken Felton
Audio Design: Marc Farly, Charles Stockley
Audio Tools Consultant: Jim Sproul
Audio Technical Director: Rob Hubbard
Compressionist: Eric Kornblum
Video Manager: Jerry Newton
European Recording Supervisor: David Lapp
European Recording Quality Control: David Whittaker

PRODUCTION

Executive Producer: Paul Grace
Producer: Michael Kosaka
Assistant Producer: Trevor Jalowitz
Director, Strike Property: Rod Swanson

STRIKE TESTING TEAM

Testing Manager: Kurt Hsu
Testing Supervisor: David Costa
Lead Tester: Rosalie Vivanco
Backup Lead Tester: Robert Luster
Test Team: William Chan, Son Chang, Kevin Fung, Nirave Kadakia, Manuel Morales

MARKETING

Product Marketing: Albert Penello, Michael Quigley, Frank Gibeau
European Product Manager: Clive Downie
Public Relations Managers: Mary Leddy
Documentation: Andrea Engstrom
Documentation Layout: Tom Peters
Package Art Direction: Jennie Maruyama
Package Design: Mary Mitchell

QUALITY ASSURANCE

Sean Baity, John Pemberton, Oliver Ng, Barry Feather, Sean Baity

VIDEO CREDITS

SCREENPLAY

Flint Dille, Ground Zero Productions

FULL SCREEN VIDEO SEQUENCES

PALOMAR PICTURES
Director: Mitch Walker, Palomar Pictures
Producer: Larry Shapiro, Palomar Pictures

CAST

Andrea Grey: Sue Turner-Cray
General Earle: John Marzilli
Hack: Antwon Tanner
LeMonde: Bo Hopkins
Naja: Moon Bloodgood
Cash: James Donovan
Hwong: Philip Tan
Foreign General: Bingo Dinh
Stunts: Philip Tan, Monty Cox
Additional Voices: Jim Ward

TITLE AND STRIKE.FILES

Bob Rossman, Compositing and effects, Electronic Arts

SMFD VIDEOS

Michael Marsh, Editor, Electronic Arts
Waddy Dacay, 3-D animation, Electronic Arts
Video Footage
Airboss Stock Footage
BBC Worldwide Americas, Inc.
The Image Bank

AUDIO DESIGN, EFX AND EDITING

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Nuclear STRIKE shot on location in Hollywood, California and Thailand

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